

B-BALL BLITZ INSTRUCTIONS

72 Cards: 1 Instruction, 13 Rules, 6 Fouls, 52 Gameplay
Ages 8+ | 3-6 Players | 30-45 Minute Playtime

GETTING STARTED

The oldest player is the dealer. Deal out 1 Foul card to each player, place any remaining Foul cards aside. Each player sets their Foul card so "No Fouls" is facing out towards center.

Shuffle the Rules cards face down, stacking them in the center of the play area. Flip over the top Rules card. The number on top of that card is the Target Score for the round.

Shuffle the Gameplay cards with the B-Ball Blitz logo on the back. Deal 3 Gameplay cards to each player, stack the remaining Gameplay cards next to the Rules.

HOW TO PLAY

The player left of the dealer goes first. Play 1 Gameplay card from your hand with play continuing to the left. Cards that are Scored go to one pile, all other cards go to a sperate discard pile. Once you've played all 3 cards from your hand, immediately draw 3 new Gameplay cards. If no new cards can be drawn, reshuffle the discard pile and continue play.

HOW TO WIN

The player who scores and hits the EXACT number of the Target Score wins the round and collects the Rules card, placing it face up in front of them. The first player to win the required number of rounds, wins the game.

3-4 Players – Win 4 Rounds.

5-6 Players – Win 3 Rounds.

*Instructions continued
on the other side...*

RULES

Before the start of each round, flip the top Rule card over and read it out loud to all players. This rule is now in effect, any player caught breaking a Rule by another player receives a Foul. (Usually done by someone shouting FOUL!). NOTE: Rules remain in effect for the whole game.

FOULS

If you play a Ref card or if you break a Rule (and another player catches you) you gain a Foul. Rotate your Foul card so the number of fouls you have is always facing center. If you gain 4 fouls in one turn, flip your card over. You have fouled out and can no longer play for the rest of the round. Fouls reset to 0 at the beginning of each round.

GAMEPLAY CARDS

There are 2 types of Gameplay cards – Action & Score cards.

ACTION CARDS

Follow the directions on the action card, then discard.

SCORE CARDS

When these cards are scored, place them into a separate stack, face up next to the Rules. Score cards add up until a player hits the exact number of the Target Score. If a Score card is played and the total goes over the Target Score, it must instead be discarded. The exception is an Alley-Oop.

Foul Shot: Scores 1 point

Slam Dunk: Scores 2 points

3 Pointer: Scores 3 points

And One! Scores 1 point, but can also be played at the same time as another Score card on your turn.

Alley-Oop – Scores 5 points.

An Alley-Oop can only be scored immediately after play is passed with a Pass card from another player. If scored, you can go over the Target Score and win the round with an Alley-Oop. Must be discarded if not scored.